

Figure 1a

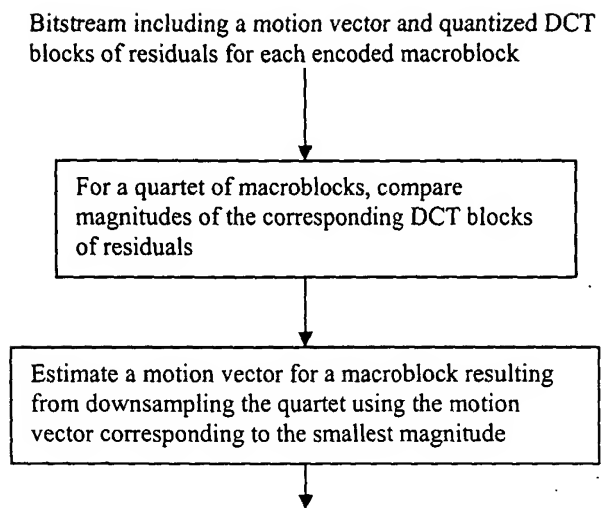


Figure 1b

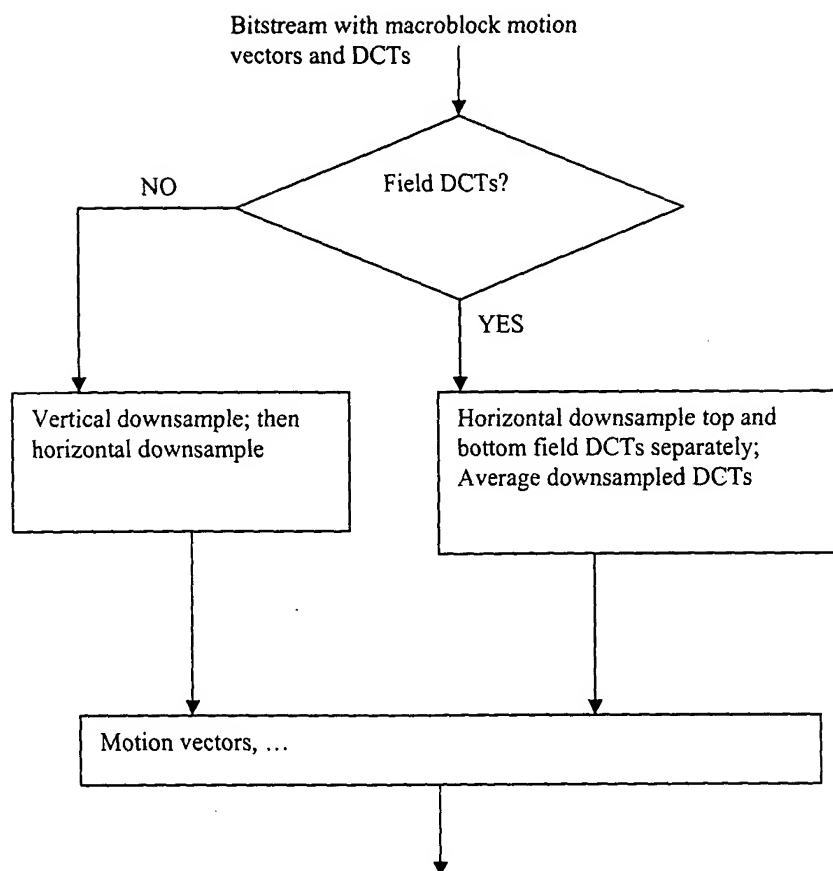


Figure 1c

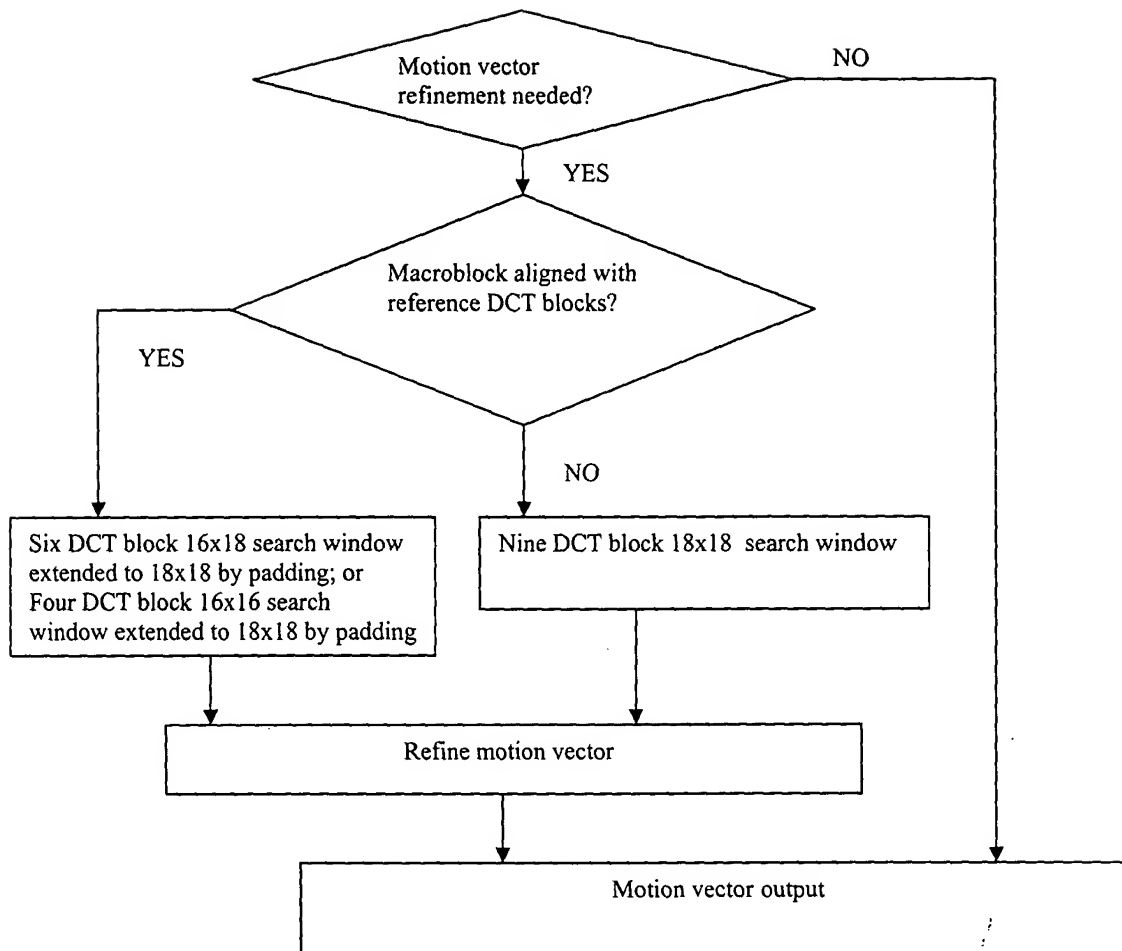


Figure 1d

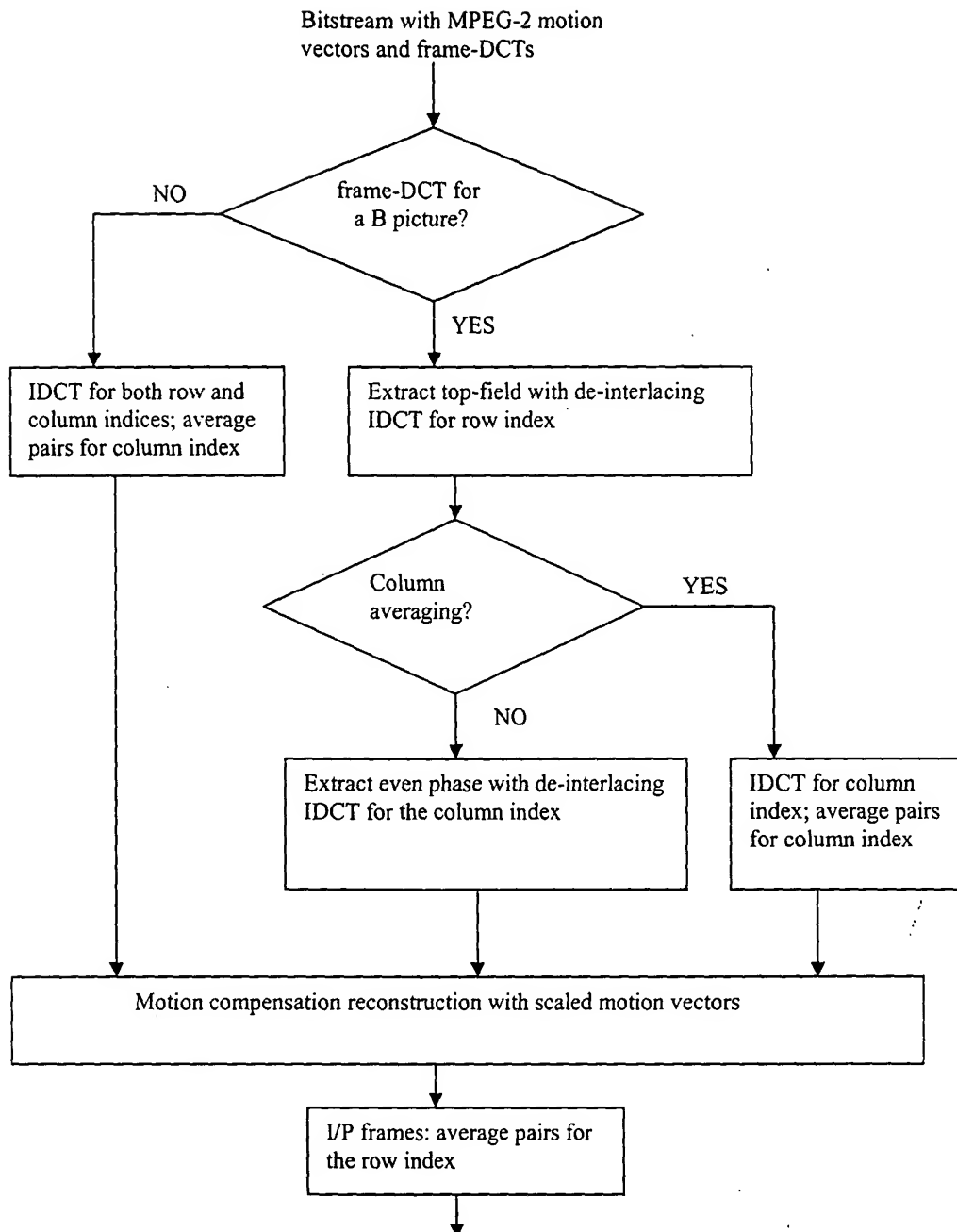
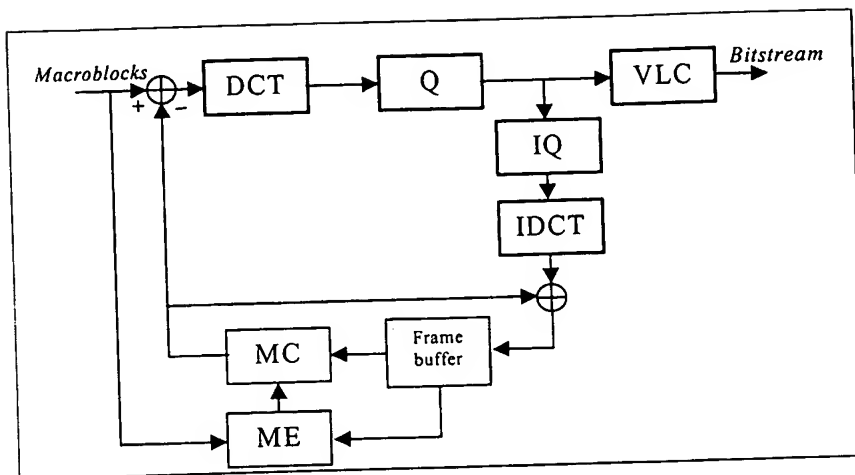


Figure 2a (prior art)



Block diagram of DCT-based video encoding. Q – Quantization,
IQ- Inverse Quantization, IDCT- Inverse DCT, ME- Motion Estimation,
MC- Motion Compensation, VLC – Variable Length Coding

Figure 2b (prior art)

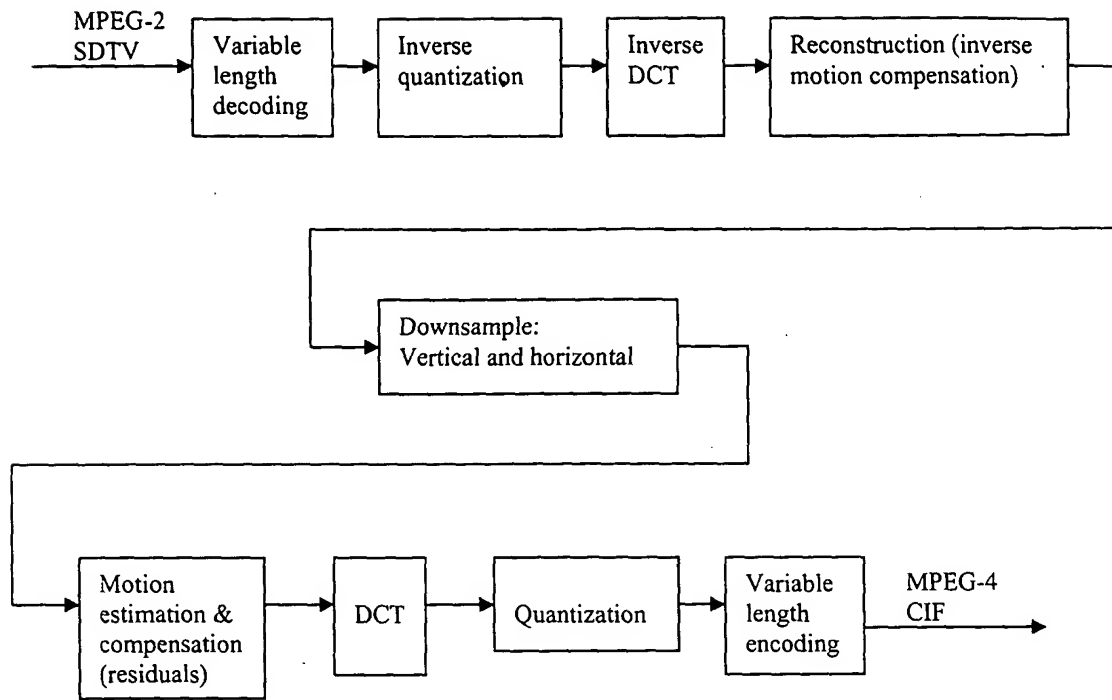


Figure 3a

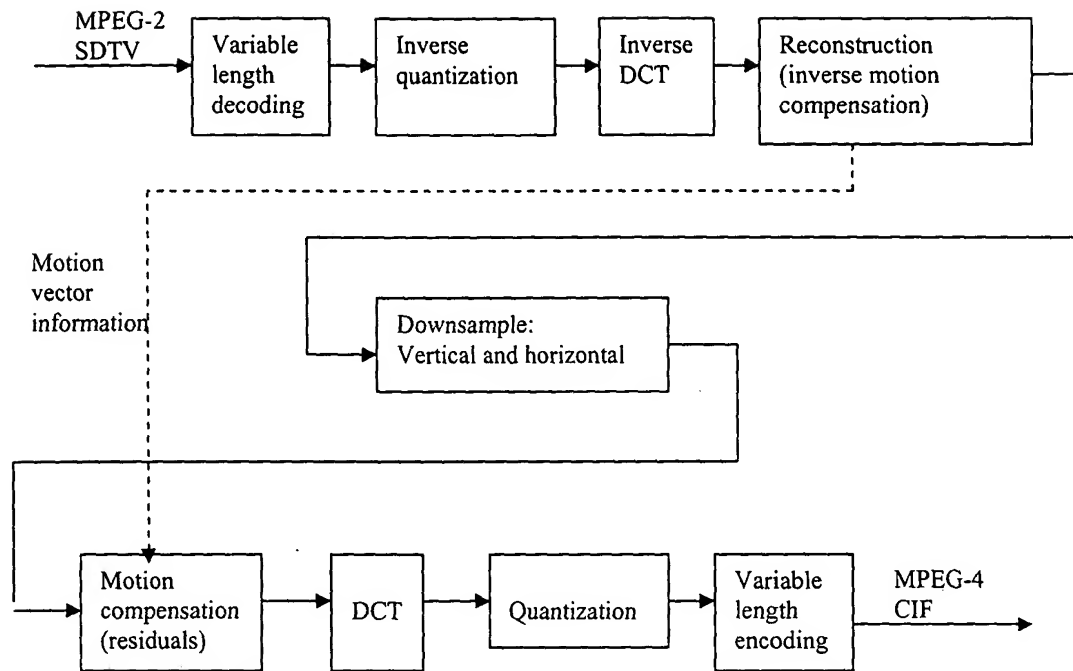


Figure 3b

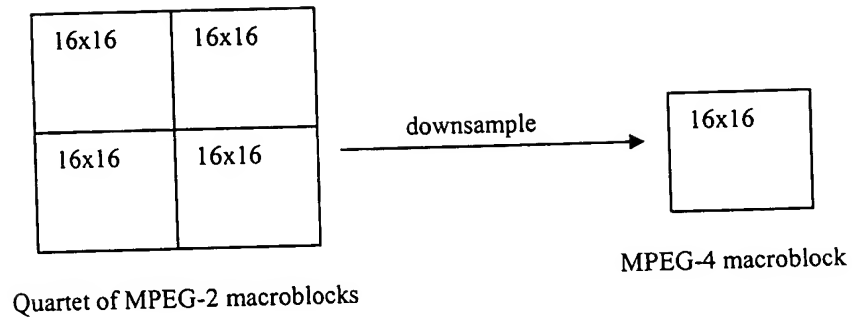


Figure 3c

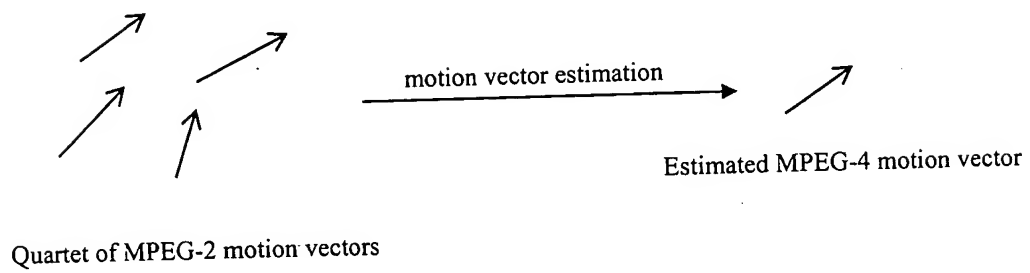


Figure 3d

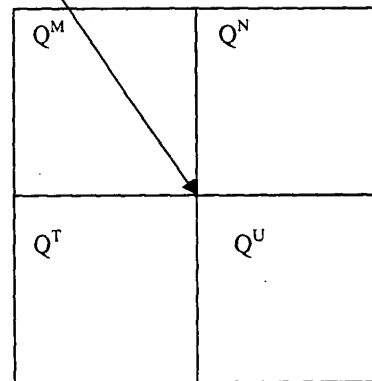
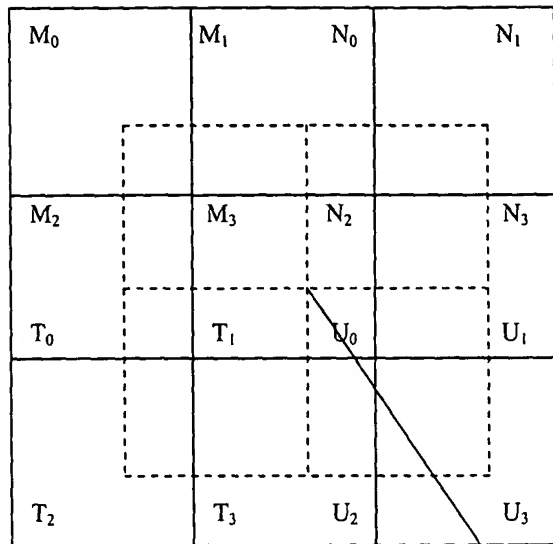


Figure 4a

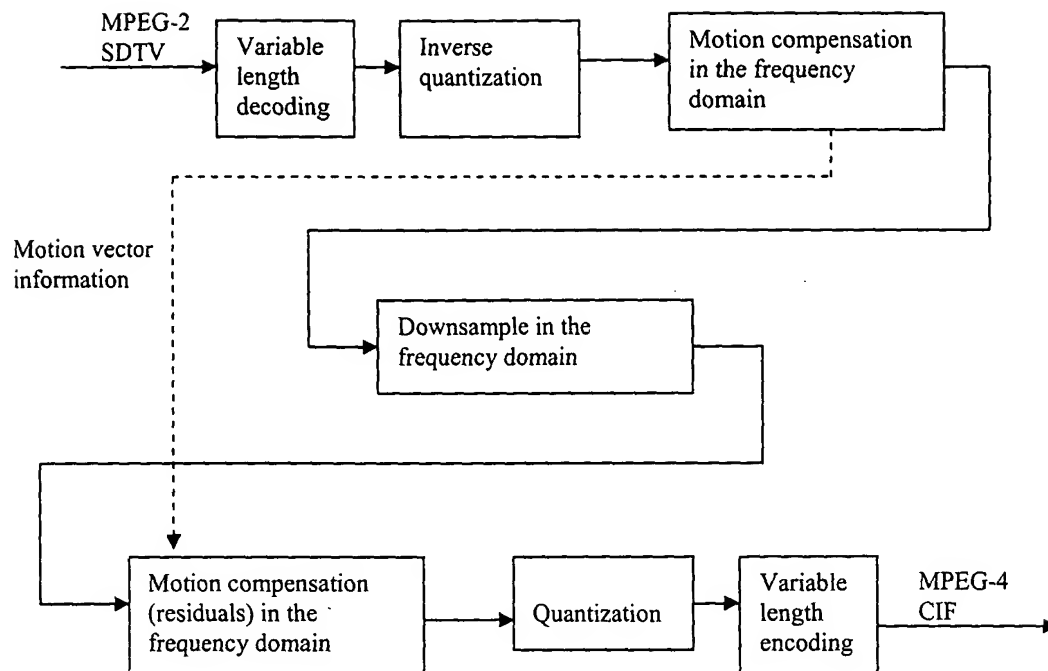
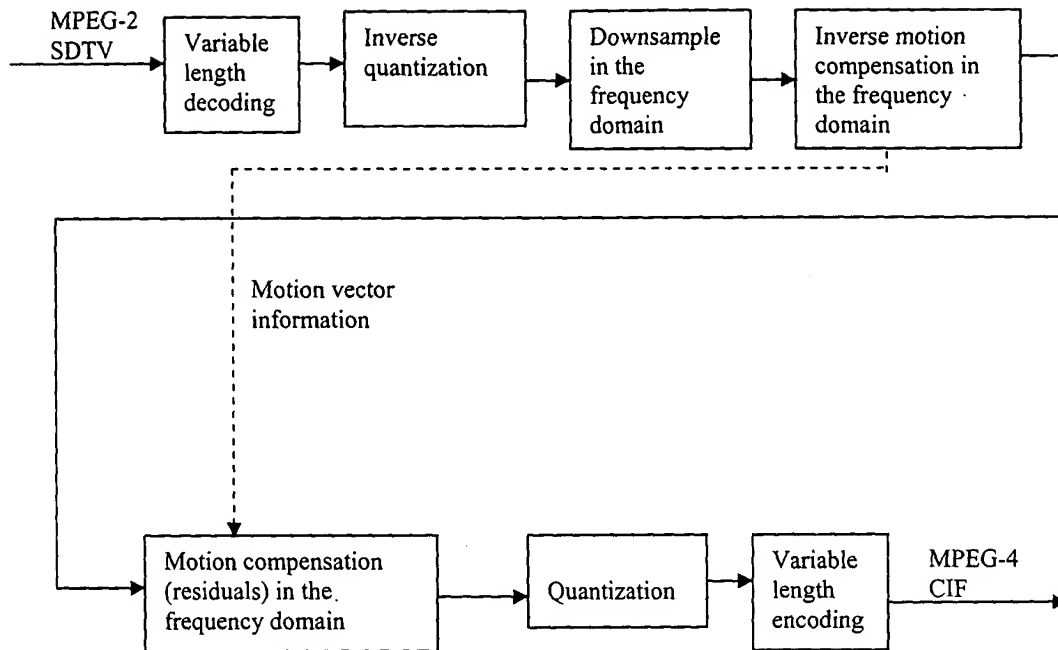


Figure 4b



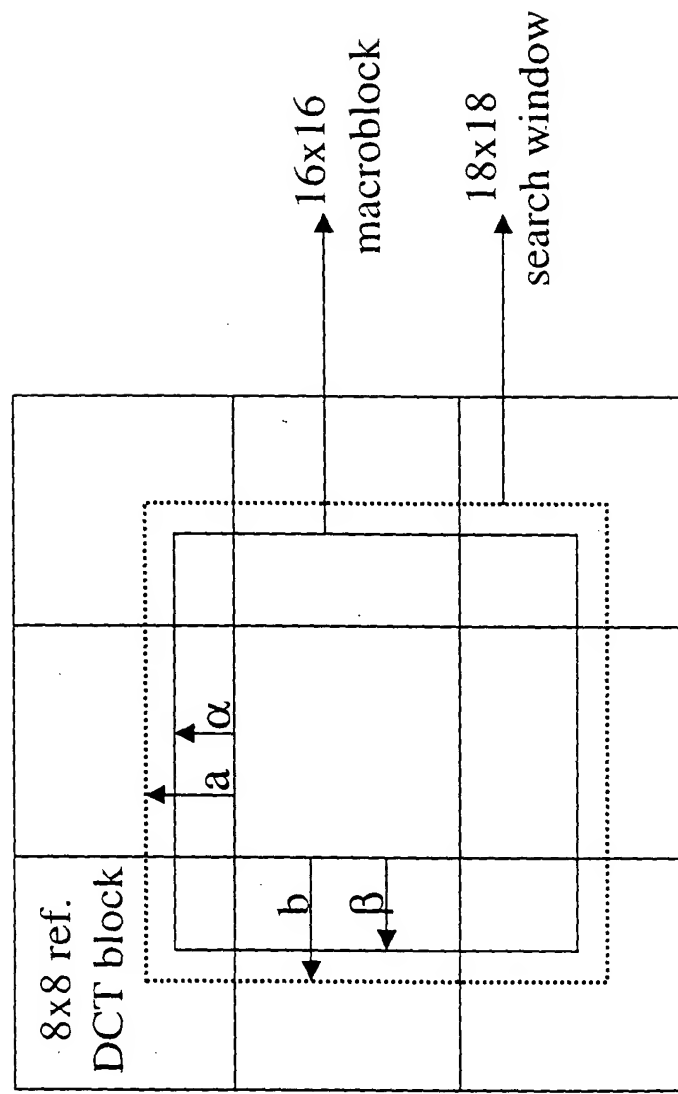


Fig 5a Search window for $\alpha > 0$, $\beta > 0$

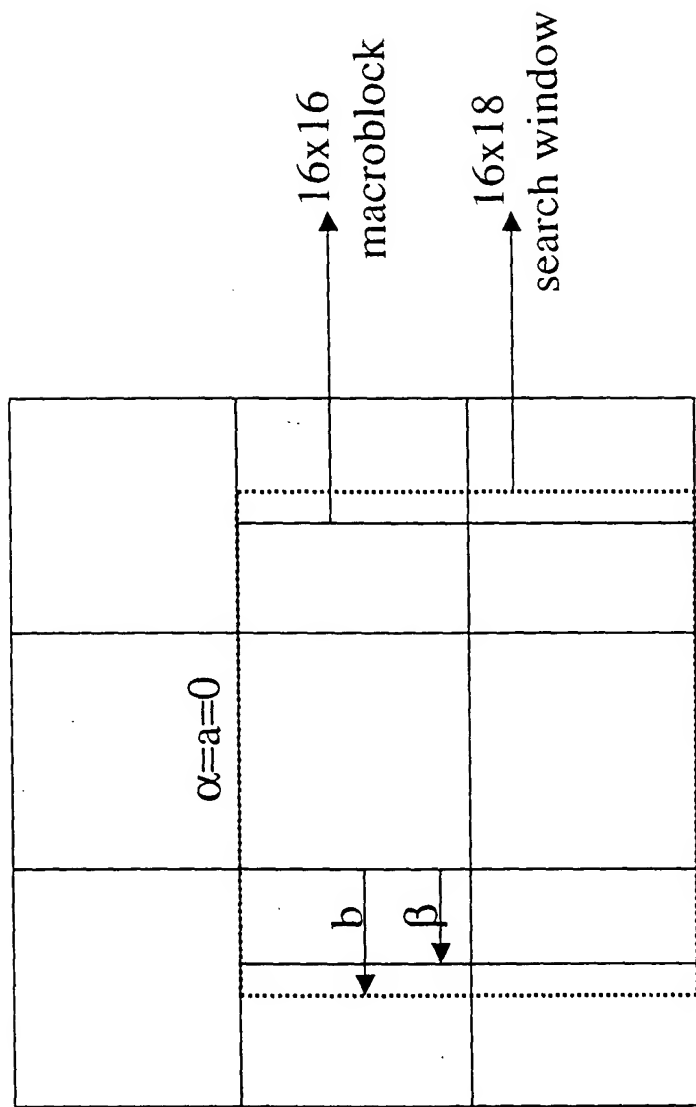


Fig. 5 β Search window for $\alpha = 0$, $\beta > 0$

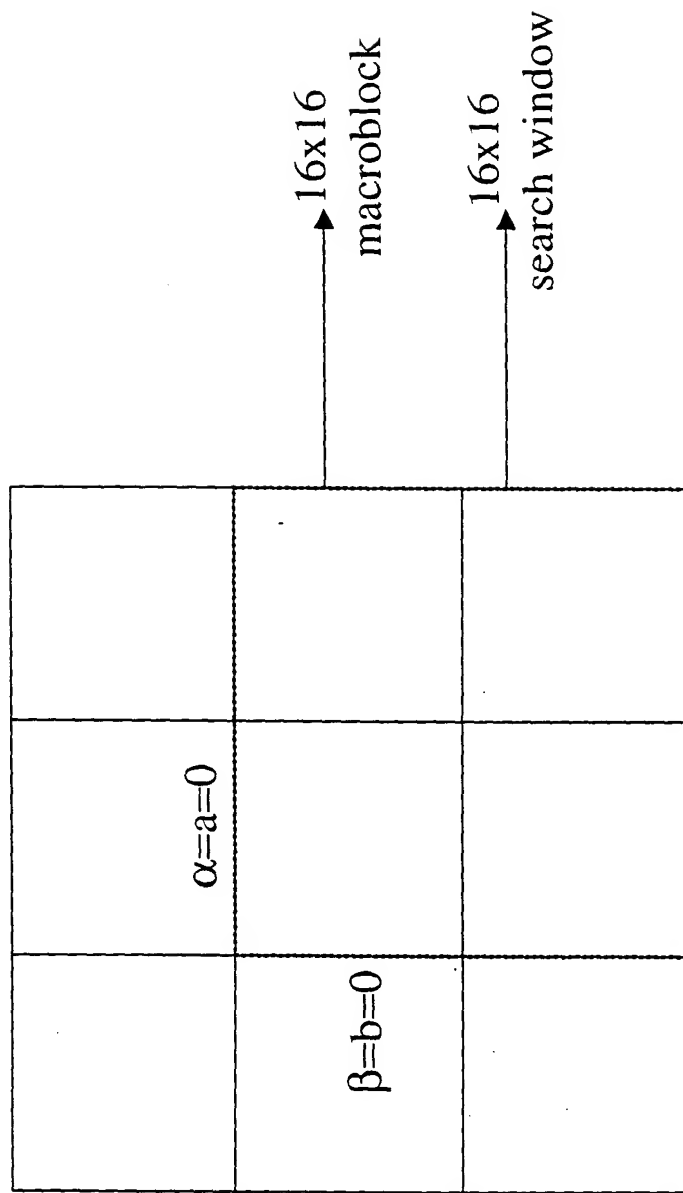


Fig. 5c Search window for $\alpha = \beta = 0$

Figure 6

